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Choosing a life on Vulcan

Eris: Dominion Spy
Subtlety is the best approach



Earth Under Threat
Suspicious of conspiracy

Meet the Bolians
Their part in the Federation

Dikironium Cloud Creature
Striking out for Starfleet blood



THE PAKLED VESSEL: Interior Diagram
The confused crew need help with repairs



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THE OFFICIAL STAR TREK[®] FACT FILES

STAR TREK[™]

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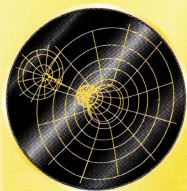
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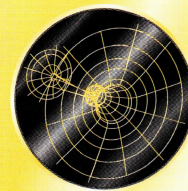


SPACE
PHENOMENA

The Guide to the STAR TREK Galaxy

FILE 5

CARD 18



SPACE
PHENOMENA

DIKIRONIUM CLOUD CREATURE

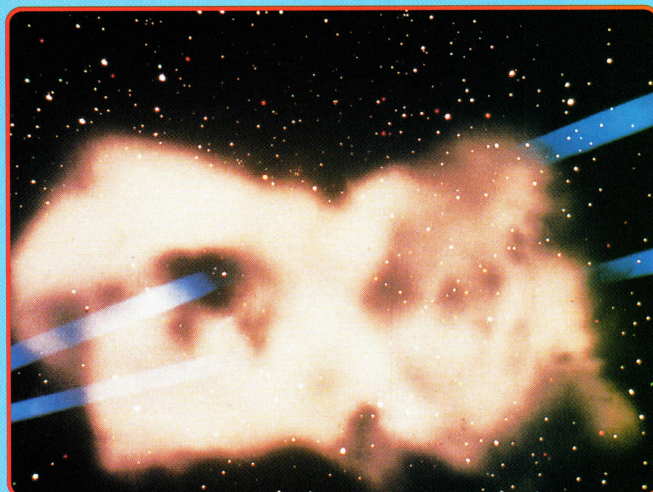
In his long and illustrious career, James T. Kirk meets many strange life forms, but none are more elusive, deadly, and insidious than the dikironium cloud creature originally encountered by the crew of the *U.S.S. Farragut NCC-1647*.

One of the many extraordinary factors about the **dikironium cloud creature**, first encountered on **Tycho IV** in 2257, is its composition; dikironium is supposed to exist only in the laboratory and not as a naturally occurring substance. According to science, the cloud can't

possibly exist, but it does.

The creature appears as a white gaseous form. It is patchy in some areas, and in others completely transparent. When in the open, its size grows dramatically, and it alters its shape as it moves. Estimates of its volume are difficult, but it fluctuates between 10 and 60 cubic meters within an

▶ **Starship phaser weapons prove useless against the cloud. It can manipulate its form and even its component make-up, allowing beams to pass through.**



atmosphere; it is also able to shrink itself dramatically in order to retreat back into

solid objects if it feels it is going to be discovered, or if it has lost the element of surprise in an attack; it appears to possess at least a rudimentary sentence.

of dikironium, but its most identifying feature is a highly distinctive sickly sweet smell, often described by surviving victims as similar to honey. Unfortunately, both the smell and the traces of dikironium are very short lived, and, because of this, detecting the cloud can be extremely difficult.

The creature attacks humans with breathtaking speed, spreading out and enveloping its victims. Its physical appearance alters when it strikes, changing from its normal patchy whiteness to a more vivid display, with brilliant flashing bursts of light. What happens to its unfortunate prey is horrific; stifled and surrounded by an intense cold sensation, the respira-

ANY ENVIRONMENT

Silent and deadly

The dikironium cloud creature is extremely successful in evading capture and detection. Existing as a white gaseous form, the cloud is able to survive within solid structures such as rock; it can then issue from small fissures extremely quickly. The cloud makes no sound whatsoever when it expands, and so is extremely stealthy and very dangerous. It is able to change its molecular structure to avoid detection, and can mask the fact that it is a life form from tricorders and even from more powerful starship sensors.



▶ **As seen on visual monitors, the cloud creature uses magnetic fields to propel itself at warp speeds.**

▼ **At close quarters, the cloud betrays its presence with a sickly sweet odor.**

Elusive killer

The cloud creature poses a particular threat to **Starfleet** as it feeds off the red blood corpuscles of humanoids. Autopsy reports show that the cells are removed without any marks, cuts, or incisions on the body.

Existing in a borderline state between matter and energy, the creature is able to change its molecular structure to avoid detection by sensors. When moving or changing states, it gives off a trace

▶ **Victims have little warning of an impending attack, and cannot cry out for help due to lack of breath.**



GALAXY FACTS

- ▶ The cloud creature was first recorded in 2257 by the *U.S.S. Farragut*, when it killed 200 of the crew.
- ▶ One of the few survivors of the original attack is James Kirk, who, 11 years later, meets up with the creature again.
- ▶ Other non-corporeal life forms encountered by Kirk include Redjac, the Medusans, and the Organians.

tory system is immediately paralyzed and the victim will claw at their neck, gasping for breath while the tongue swells, the eyes bulge, and their strength is drained. It is impossible to shout or cry for help as the throat is affected.

Blood sucking

Victims quickly collapse, and death comes within 10 seconds of the initial attack, leaving the person with a blue-white discoloration on the skin due to a complete lack of red corpuscles.

If the attack is interrupted, a victim can survive, but intensive blood transfusions are required immediately and even this may not save them. However, the creature can only feed on blood systems based on iron; other systems – such

▶ Because the 'vampire cloud' ingests hemoglobin, a small bottle of the substance is used as the bait for a trap.

as **Vulcan** copper-based blood – leave a bad taste, and it will not attempt to ingest the corpuscles. Such an experience also makes the creature generate a different odor.

Three other factors add to the creature's danger. It is able to throw itself out of sync with normal time to effectively be elsewhere when fired upon, negating the effects of hand phasers, main starship phasers, and even **photon torpedoes**.

Additionally, it is capable of independent interstellar travel by using gravitational fields for propulsion, an extremely efficient system

that can give it speeds in excess of **warp 8**, and which also allows it to pass through starship shields unhindered.

Perhaps the most serious threat is that it can reproduce via fission and split into not two, but thousands of separate entities.

The cloud creature's first attack on Starfleet personnel – the crew of the *U.S.S. Farragut NCC-1647* – in 2257 ended in disaster, but it is destroyed 11 years later in an encounter with the *U.S.S. Enterprise NCC-1701*.

As the cloud is a gas, it

can be controlled via air pressure systems, and this is the method the *Enterprise* crew use to remove it from their ship. They then follow the creature back to Tycho IV, where they lure it into a trap and destroy it with an antimatter detonation.

▶ Due to Vulcans' copper-based blood, Spock is able to elude the cloud's attack when it preys upon the crew of the *U.S.S. ENTERPRISE*. He sucks it into a vent by changing the air pressure.

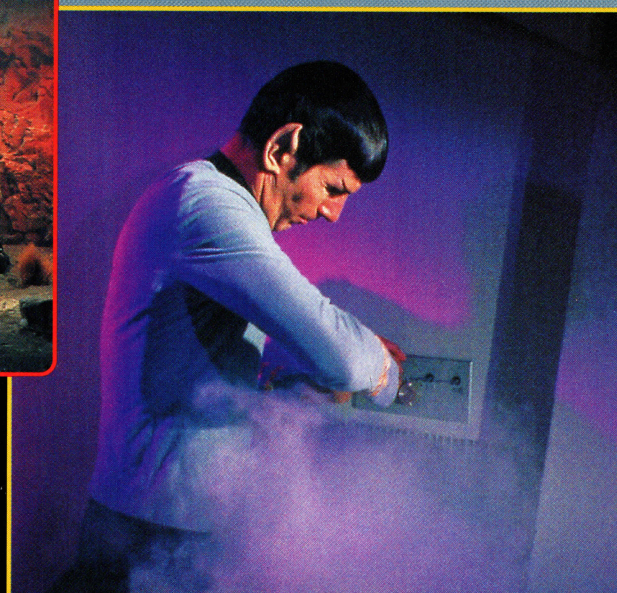
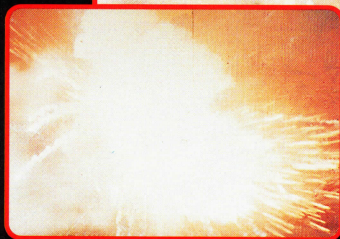
LURED TO ITS DEATH

Revenge

Returning to its home of Tycho IV, the cloud creature is eventually destroyed in a trap executed by Kirk and Ensign Garrovick, whose father, Captain Garrovick, was killed by the creature 11 years earlier. Lured into a trap by a sample of hemoglobin, a matter/antimatter detonation within its structure vaporizes the creature and much of the planet itself. Even though this is hugely dangerous, Kirk feels it is the only way to remove the threat the creature poses to the Federation, and to avenge the deaths of more than 200 *U.S.S. Farragut* personnel.

▶ It takes the detonation of an ounce of antimatter to finally destroy the dikironium cloud after it is lured into a trap baited with hemoglobin.

▶ Only split-second transporter timing saves Captain Kirk and Ensign Garrovick from death when they act as bait in an antimatter bomb trap.





THE UNITED FEDERATION
OF PLANETS

The Guide to the STAR TREK Galaxy

FILE 7

CARD 51



THE UNITED FEDERATION
OF PLANETS

THE BOLIANS

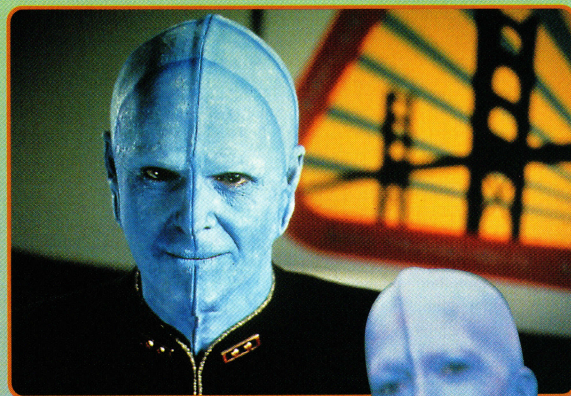
The **Bolians** are a cheerful, enthusiastic, highly intelligent, and talkative race who mix easily with other species. Their status has grown over the years, and they have become highly valued members of the **Federation**.

The **Bolians** are a humanoid race originating on the **Class-M** planet **Bolarus IX**; they are long-standing and valued members of the **United Federation of Planets**. The Bolians are physically distinguished by their light blue skin, elongated attached earlobes, and a bifurcated ridge that runs down the center of their head, face, and neck. They also have special tongues with a

cartilaginous lining that protects them should they ingest corrosive agents, including all known acids. Some Bolians have a tendency to be portly and unfit by **Starfleet** standards, but others are trim and muscular. Almost all Bolians – both male and female – are bald, but one young female, **Mitena Haro**, a Bolian cadet who attended **Starfleet Academy** in the mid 2360's, had short, brown hair.

The composition of Bolian blood is also unique. The closest match to their blue blood appears to be that of **Vulcans**, although blood transfusions between the two races would prove fatal to a Bolian. In the entire United Federation of Planets thus far, no suitable donor races have been found to be compatible.

The Bolians have a long-held cultural and social belief in the principle of assisted suicide. Bolian



Highest levels

Bolians have climbed steadily through the ranks to reach the highest levels of Starfleet Command. They fill many roles, and hold positions as captain and admirals. In 2372, a Bolian admiral is the Starfleet Academy's super-intendant.



FEDERATION WORLD

Valued members

Bolians enjoy a variety of leisure activities and hobbies; they can be found at most outposts throughout the Federation, and are often seen enjoying the facilities on starbases and at resorts such as Risa. They are found on starships in enlisted positions, as officers and captains, and in civilian roles. They are not always ideal crew members, however. Mr. Mot, the effusive and portly Bolian barber on the **U.S.S. Enterprise NCC-1701-D**, is extremely talkative and often gives unsolicited tactical advice to the ship's senior staff, a trait he shares with his fellow Bolian, Ambassador **Vadosia**. On the other hand, Mot is extremely good at his job; he is responsible for creating the hairpieces worn by Captain Picard and Commander Data on their undercover mission to Romulus.



Planet Bolarus IX
Class M **Quadrant** Alpha
Inhabitants Bolians

Life Forms Blue-skinned humanoids.
Appearance Aside from their bald heads and blue skin, Bolians are distinguished by long earlobes and a laterally bisecting ridge of skin with darker pigmented lines running perpendicular. Their blue blood is unique, and therefore incompatible with other races.

Starship Log STAR TREK: THE NEXT GENERATION 'Conspiracy'; STAR TREK: DEEP SPACE NINE 'The Adversary'; STAR TREK: VOYAGER 'Prototype'.

Bolians can be found in most avenues of the Federation, including the sciences and engineering. Their ability to mix easily has made them a major asset to Starfleet.

Gender similarity

Adult female Bolians are usually as bald as their male counterparts, showing outward physical differences only in sex-related organs.





The Guide to the STAR TREK Galaxy

FILE 7

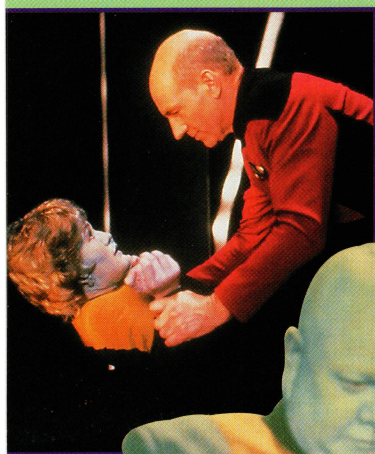
CARD 51



THE BOLIANS

THE UNITED FEDERATION OF PLANETS

▼ An alien life form impersonates Cadet Mitena Haro, an unusual young Bolian with thick brown hair, to lure Captain Picard into a morality experiment.



▼ Like many members of his race, Crewman Chell is rather portly. He finds strenuous physical exercise hard to cope with.

▼ Bolian ambassadors such as Vadosia, who visits DEEP SPACE NINE, are as active in diplomatic circles as the more heralded Vulcans.



▼ Bolians take much pride in their work and can be found in many careers. Mr. Mot, the civilian barber working aboard the U.S.S. ENTERPRISE, is a Bolian.



▼ Long active in the medical corps, a Bolian orderly is among the exhausted medics caught on the front lines on Ajilon Prime during the short lived war with the Klingons in 2373.

IDEALISTS

Fighting for a cause

Bolians can often be found supporting and fighting for causes in which they believe. Chell and other Bolians are among those who forsake their careers or fight for their frontier homes by joining the Maquis movement. Another Bolian is seen on Risa supporting the New Essentialists Movement, an organization that believes Federation citizens have become too comfortable and decadent, losing their moral values along the way.



▲ Other known Maquis sympathizers among the Bolians include Brathaw, who serves as Kasidy Yates' first officer on the XHOSA.

▼ The natives of Bolarus IX have backgrounds as diverse as any other species, and so it is not unusual to find them active in splinter causes such as the New Essentialists, who disrupt the Risian weather grid in 2373.



historians date the origin of this morality to sometime during the middle ages of their civilization. This belief is known as the **double effect principle**; any action is considered to be ethical if it relieves an individual's suffering, even if the secondary effect of that action causes the individual's death.

Bolian culture has spread throughout the Federation, and their cuisine, in particular, is enjoyed by many races. For example, there is a Bolian restaurant located on the **Promenade of Deep Space Nine** that serves **Bolian tonic water**, a refreshing beverage popular throughout the **Alpha Quadrant**. The restaurant is popular with Bolians and non-Bolians alike.

At work

Bolians fulfill a variety of roles and vocations. They can be found in most Federation and **Starfleet** departments, including engineering, medicine, and the sciences, and at all

GALAXY FACTS

▶ Money may be an outdated concept within the Federation, but the Bolians still retain their own currency exchange.

▶ A unique aspect of Bolian cuisine is that all the meats used are allowed to partially decay before preparation and consumption. Even so, their cuisine is popular with other races.

ranks up to captain and admiral. The Bolian **Captain Rixx**, commander of the **U.S.S. Thomas Paine NCC-65530** is one of Starfleet's top officers. He is a member of the group that meets on the desolate mining world of **Dytallix B** in 2364 to discuss the recent changes and irrational behavior of Starfleet's top officers, suspected to be due to the infiltration of unknown alien entities, leading to the invaders' eventual defeat. Another Bolian, who holds the rank of lieutenant, is the tactical officer on the **U.S.S. Saratoga NCC-31911** until the starship is destroyed by the **Borg** at the **Battle of Wolf 359**.

The **U.S.S. Voyager NCC-74656** has two Bolians among its crew, **Ensign Golwat**, and the former **Maquis** member, **Crewman Chell**. Chell, like many Bolians, tends to be overly talkative, making him disruptive to the smooth functioning of the ship.

Bolians also retain close ties to the diplomatic side of the Federation. The **Bolian Ambassador Vadosia** represents his people when he is among a delegation that visits **Deep Space Nine** on a fact finding mission to the **Bajoran wormhole**. Though he claims to be unimpressed with the wormhole's physical activity, he is attracted to the phenomenon by his particular interest in **first contact** procedures.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 108

ALIEN PARASITES: CONSPIRACY THREAT



OTHER GROUPS
AND RACES

Existing in a hive-like community, controlled telepathically by a mother creature, the **alien parasites** are a mysterious race; their origin and purpose are unknown. When someone has been taken over by a parasite, they usually die.

The **alien parasites** are first encountered in the **Alpha Quadrant**. They are discovered accidentally by a survey team on a distant

planet, but it is unknown if this is their homeworld, or even if they originate from this part of the Galaxy. It is likely that they took control of the survey team and, in this way, traveled to Earth.

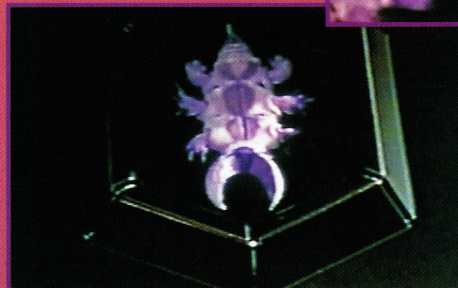
As their name implies, these aliens are parasitic; they enter their humanoid hosts through the mouth,

and swiftly gain command of all the host's brain functions. The host's personality is suppressed as the creature takes control.

The host

The parasite possesses the recent memories of the host, but it cannot access more distant ones; an inability to do so is one way in which a host can be exposed. A host can also be identified by a small blue 'gill' protruding from the back of the neck; this may be how the creature is able

▼ *Little is known about these parasitic aliens save for their unpleasant encounter with Starfleet. They were accidentally discovered by a survey team on a distant and uncharted Alpha Quadrant planet.*



▲ *The alien parasites exist through a host body, entering a humanoid host through the mouth. Starfleet's Lt. Commander Remmick is taken over by the mother of the creatures.*

STRANGE CREATURES

Parasite and host

The **alien parasites** encountered in the **Alpha Quadrant** can invade their **humanoid hosts** to such an extent that they become, in essence, a 'puppet master' who dominates the will of the host. The parasite apparently breathes while existing within the host through a small blue gill that protrudes from the back of the victim's neck. The alien parasite also extends its tendrils around the host's adrenal glands, causing a steroid-like effect; the host devel-

ops super-strength and stamina. For example, they are invulnerable to phaser blasts on a low setting, such as **stun**. Only when set at full power can a phaser destroy the parasite – and, unfortunately, the host also. The enhancements are temporary and eventually burn out the body of the host; due to the nature of the parasite's eradication, the victims rarely survive.

Homeworld Unknown
Class Unknown Quadrant Unknown
Inhabitants Parasites

Community Structured into a hive and controlled by the mother parasite.
Communications The parasites are thought to communicate with one another through telepathy.
Features The parasites exist through host bodies; when one host dies, the parasite moves on to another. The life of every parasite is interlinked with the mother; if she dies, they all perish.
Starship log STAR TREK: THE NEXT GENERATION 'Conspiracy'

OTHER CARDS IN THIS FILE...

109 CETI EELS

SEE OTHER FILES...

THE UNITED FEDERATION OF PLANETSFile 7
THE DOMINIONFile 16
STAR TREK: THE NEXT GENERATIONFile 69

▼ *The host of an alien parasite can be physically identified by a small blue gill which protrudes from the neck of the victim; the parasite controls all of the host's neural functions.*



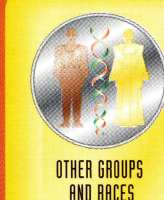
▲ *Although their physical bodies appear to be small, primitive, and relatively harmless, the alien parasites pose a great threat to humanoid species and nearly take over Starfleet.*

GALAXY FACTS

- ▶ Using normal medical techniques, it is impossible to remove the alien parasite without killing the host.
- ▶ Tryla Scott, the youngest captain in Starfleet history, becomes host to an alien parasite in 2364.
- ▶ When the mother parasite controlling Remmick is confronted, it claims that the parasites want only coexistence, and mean no harm.

to breathe, if it needs to, while inside the host body.

In addition to controlling the primary brain functions of the host, the parasite also stimulates the victim's adrenal glands, generating great strength even in an elderly host, and giving resistance to low-level phaser fire. However, this steroid-like enhanced strength is temporary, and prolonged 'super efforts' may cause the human host to collapse, and possibly even die. The alien para-



OTHER GROUPS AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

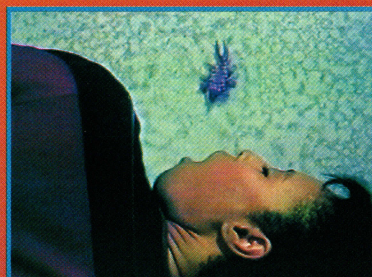
CARD 108

ALIEN PARASITES: CONSPIRACY THREAT



OTHER GROUPS AND RACES

▼ The concentrated phaser fire penetrates and destroys the physically enhanced host body; within Dexter Remmick a 'bubble' of parasite aliens is revealed. Evidently, the mother parasite had been breeding inside her host.



▼ Unfortunately, when Captain Picard destroys the mother parasite, there is no way to save the life of her human host.



▲ The alien parasites take over many officers in Starfleet. When a host has outlived its purpose and dies, the creature can leave the body unharmed and move on to its next victim.



sites have little regard for their hosts other than as vehicles for their own ends.

Once infected, the appetite of the host alters dramatically. Normally preferred foods are shunned in favor of live grubs which, though repulsive to humans, may be nutritional to both parasite and host.

The social structure of the parasites appears to be that of a hive mind similar to Earth's bees; a 'mother creature' breeds the other parasites within the body of a host. The parasites communicate telepathically.

Once the parasites have reached Earth, they begin to infiltrate top-ranking

Federation territory, and is very possibly a prelude to an invasion.

During the following months, there is an uncanny reshuffling of Starfleet personnel, particularly in the command areas; the new officers have an abnormally frequent contact with the highest levels of Starfleet Command.

However, it is all done so subtly that nothing untoward can be proved, leaving curious individuals to act on their own, unsure of who they can trust.

Starfleet officers suspect a conspiracy as early as Stardate 41416, and Captain Jean-Luc Picard of the *U.S.S. Enterprise NCC-1701-D* first becomes aware of it on Stardate 41775, when he is contacted by his old friend Captain Keel of the *U.S.S. Horatio NCC-10532* via Code 47, Starfleet's emergency frequency.

At a clandestine meeting on the deserted mining planet Dytallix B, Keel, Captain Scott, and Captain Rixx reveal their suspicions to Picard. They say no one can be trusted.

▶ A host's appetite changes from his usual food preferences to the diet of the parasites, which consists of eating live grubs.

Picard returns to the *Enterprise* with mixed feelings, skeptical about the conspiracy theory, but when the *Horatio* is sabotaged and destroyed in Sector 63, Picard becomes convinced that something strange is happening.

Ringleader revealed

Picard eventually discovers the 'leader' of these parasite hosts is Lieutenant Commander Dexter Remmick. When Remmick is destroyed by phaser blasts, causing his upper body to dissipate, a liquid bubble containing hundreds of parasites is revealed. Concentrated phaser fire destroys the bubble; sadly, there is no way to save the unfortunate Remmick.

Data decodes the last message the Remmick host transmitted on an alien communicator: it is a homing beacon sent from Earth and aimed at an unexplored quadrant of the Galaxy. But, as far as is known, these mysterious parasites have made no further incursions into Federation territory.

CONSPIRACY UNCOVERED

Starfleet triumphs

Captain Jean-Luc Picard's faith in Starfleet is sorely tested by a trusted friend, Captain Walker Keel of the starship *U.S.S. Horatio*. Keel organizes a secret meeting on the abandoned mining planetoid Dytallix B, and informs Picard that he suspects Starfleet has been infiltrated at the highest level, possibly as a prelude to an invasion of the Federation. Picard is initially skeptical, but when the *U.S.S. Horatio* is destroyed with all hands, he suspects that Keel was telling the truth. With the analyzing capabilities of his android officer Data, Picard learns that key personnel within Starfleet command are being controlled by an alien intelligence. Picard realizes that these parasitic invaders are directed by a mother creature, whose host is Starfleet officer Dexter Remmick. After Remmick is confronted and destroyed, the threat of an invasion is gone, but the parasites' purpose and source remain unknown.



▲ Captain Keel arranges a secret meeting on Dytallix B with Captain Picard, Captain Tryla Scott, and Captain Rixx.

▼ A false gill on the back of Riker's neck allows him to infiltrate the possessed officers by pretending that he, too, has been taken over.





The Pakled Vessel: MONDOR Interior

The apparent weakness of the Pakled freighter *Mondor* is part of an elaborate scheme by these cunning aliens. Captain Grebnedlog oversees his plan from the bridge, amid technology stolen from other ships.

The bridge of the Pakled starship *Mondor* is, like the rest of the vessel, a magpie combination of cobbled-together technology and stolen hardware. From here, its captain, **Grebnedlog**, uses his ship's apparent lack of capability to lure in potential passing victims. The bridge serves as a command center for Grebnedlog and his engineer **Redginold**; these two are in nominal command of the *Mondor*, although it appears that neither of them has any real conception of how their ship's functions actually operate. The command center of the *Mondor* reflects the patchwork nature of the freighter, with disparate systems mounted without thought, side-by-side and out of place.

Jury-rigged layout

The bridge of the Pakled vessel is a round room, dominated by a large glowing pillar in its center. The room appears to fulfill some functions of an engineering nature as well as those of command and control, and it is likely that the glowing column is some form of energy conduit; its structure is similar to the warp core seen in main engineering on many **Starfleet** vessels. Directly in front of the center is Grebnedlog's command chair, facing the *Mondor's* viewscreen. The chair sits behind a short console that appears to be somewhat worse for wear; this panel contains controls for a number of subsystems, including weapons, shields, and communications, operated through three angled touchscreen units; this is the only seated console on the bridge, and it would appear that most of the systems can be controlled from here. Arranged nearby are four stands, each topped with a metallic device of

unspecified function, although these could be related to the ship's power masking field, possibly as energy emitters to obscure the output of the energy conduit. Off to the left of the command chair a hexagonal panel, possibly of **Romulan** or **Klingon** origin, operates more of the *Mondor's* patchwork systems. Several other panels are arranged haphazardly around the bridge area, many of them so primitive as to still use mechanical push-button technologies. The mix-and-match technology is reflected in the consoles; there is no overriding consistency to their design, and exactly what each console controls is not immediately clear.

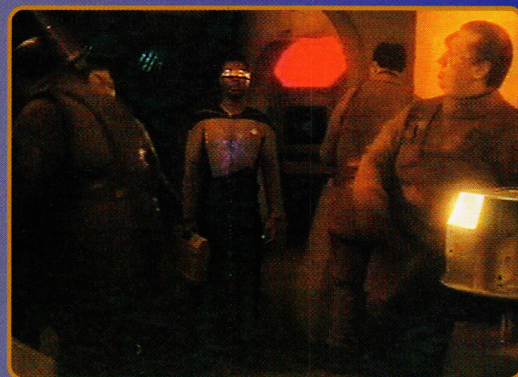
Engineering nightmare

The bridge has an open-plan design, with several alcoves leading off from the main area. Behind the central pillar is the engineering control alcove that regulates the sub-lightspeed drive technologies of the Pakled freighter. When **Geordi La Forge** is coerced by Grebnedlog into upgrading the *Mondor's* offensive capabilities by adding photon torpedo launchers, he is forced to work here and witnesses first hand the terrible cross-wiring and jury-rigged systems that barely hold the Pakled ship in space.

The majority of the structures on the bridge appear to be constructed from a bronze-colored metal, although this may be as much due to rust as to deliberate design. The lighting is kept at a low level; the brightest object in the room is the glowing column behind the commander's chair, which bathes the room in a warm, orange light. Red-orange panels set high into the walls add a further warm glow. Pale white illumination is provided from above, with a series of glowing panes set into the relatively low ceiling.



▲ The *MONDOR* is equipped with standard visual communications, which Captain Grebnedlog uses to make impassioned pleas for help from passing vessels.



▲ The low-level lighting on the bridge bathes the room in warm tones of orange and gold. However, this half-light is unsuitable for carrying out repairs.



▲ Despite the makeshift nature of the Pakled ship, the commander's chair is fairly comfortable, with a high back and cushioned headrest.



▲ The bridge area contains many of the access panels for the ship's systems, and, at least to some extent, seems to double as an engineering area.



▲ Starfleet Engineer Geordi La Forge is appalled at the amateurish cross-wiring he finds in the ship's systems. It is a wonder the vessel can fly at all.



The Pakled Vessel: MONDOR Interior

THE PAKLED VESSEL

First recorded: 2365

Type: Modified freighter

Remarks: The *Mondor* is a typical Pakled vessel: badly designed, and made up from stolen hardware.

The function of this glowing column is unknown, but it provides some ambient light.

Many systems aboard the *MONDOR* are stolen or salvaged from alien races including the Klingons, Romulans, and Jaradans.

Grebnedlog, the captain of the *MONDOR*, surveys the bridge of his ship from this chair.

The command console of the *MONDOR* appears to be old and shabby, and is possibly salvaged from another vessel. In contrast, the captain's chair is very comfortable.



▲ The Pakleds watch intently as La Forge accesses their systems from the bridge. They have little idea how the technology they use works.



Eris: Dominion Spy

Eris is an an undercover agent for the Dominion, used in an elaborate scheme to elicit information from **Commander Sisko** about **Starfleet** and its operations.

Eris is an agent of the **Dominion**, and as such possesses a high technological awareness and capability. Little is known of her beyond a cover story concocted to smooth her acceptance by the **Federation**, and to help her complete her mission of infiltration and report back to her superiors in the Dominion. As the most effective forms of deception deviate very little from the truth, it can be assumed that many elements of her story are true. It is known from her appearance that she is a **Vorta**, a race that acts as administrators for the Dominion.

Mission

Eris's only known assignment is to infiltrate the space station **Deep Space Nine** to learn about the Federation, their level of technology, and methods of working. To this end, she poses as a helpless victim,

fleeing from her apparent aggressors, the Dominion enforcers the **Jem'Hadar**. Encountering *Deep Space Nine*'s **Commander Benjamin Sisko** on a remote planet within the **Gamma Quadrant**, her masquerade as an escapee on the run from the Jem'Hadar, and in fear for her life, is played out in convincing fashion. Her actual allies act out a scenario that involves her 'recapture' at gunpoint, and incarceration with Sisko and **Ferengi** civilian **Quark**.

Undercover

To reinforce her refugee and prisoner status, Eris relates a background story in which she claims to originate from **Kareel Prime**, a planet that refused the offer of entry to the Dominion. The indigenous telekinetic abilities of the inhabitants would prove useful to the Dominion, yet their refusal to cooperate resulted in the latter dispatching their enforcers, the Jem'Hadar, to destroy

PROFILE ON ERIS

NAME: Eris

LIFE FORM: Vorta female

OCCUPATION: Infiltration agent for the Dominion.

DUTIES: To loyally serve and protect the Dominion.

MISSION: To pose as a prisoner of the Jem'Hadar and thereby befriend Commander Ben Sisko, gaining his trust, so that details of the Federation and Starfleet's capabilities may be sought without arousing suspicion.

FIRST SEEN: 'The Jem'Hadar' [DS9]



▲ Eris is the first Vorta known to be encountered by members of the Federation. Her race are dedicated to serving the Founders, and often act as their eyes and ears. Eris is one of the first operatives to sound out the Federation.

ON THE RUN

★ Set up

The Jem'Hadar 'capture' Eris. This operation is carefully staged by the Dominion forces so that Commander Sisko will believe her cover story.

★ Tamper proof

Commander Sisko is warned by Eris not to touch the forcefield, as doing so will prove fatal.

★ Shackled

Quark finds all his skills as a lock breaker severely tested as he tries to free Eris from the device attached to her neck.

★ Friendly questioning

Trapped together inside the circular forcefield, Eris discreetly questions Sisko. The Ferengi Quark complains bitterly about being confined against his will.





Eris: Dominion Spy



★ Not what it seems

Eris pretends to be a fellow prisoner with Commander Sisko in order to gain his trust and learn more about the Federation.



★ Escape

Quark is relieved to be off the planet, and not at the mercy of the Jem'Hadar. It is an experience he is not keen to repeat.

their communications center and execute all their leaders before taking over the planet. Eris claims that she escaped the genocide as she was off-planet as the tragic events unfolded, only returning aboard a freighter after she learned what had occurred. She and the other occupants of the freighter fled, and she has been hunted by the Jem'Hadar ever since. The reasons for this, Eris speculates, are connected with her mother's position as an outspoken opponent of the Dominion. Eris claims she has evaded capture until the point she encounters Sisko and Quark.

Energy beam

Given Eris's career, it is very difficult to separate the deception from reality. That she manifests telekinetic abilities is beyond doubt. By concentrating, she can cause a blue ball of charged light to appear from the area between her neck and chest, and can propel it forward with some speed. Contact with this ball of energy is enough to knock down an adult human with some force. The bolts appear to stun rather than produce a fatal effect, yet the extent to which they are actually controlled by their

"The Dominion decide you have something they want, they'll come and take it, by negotiation or by force. Believe me, I've seen it on my own planet."

— Eris to Sisko

wielder is unknown. The effect has applications beyond stunning; contact with a Jem'Hadar applied forcefield apparently results in its instant dissipation.

Fellow captives

Imprisoned within the forcefield, Eris warns Sisko not to test its parameters, claiming to know from experience that contact is deadly. She also claims to be inhibited from using her previously manifested telekinetic abilities to escape by a complicated collar fitted around her neck by the Jem'Hadar.

The complexity of the collar is such that it takes considerable time to remove it from Eris's neck, time spent by Eris in relating her tale and ingratiating herself with Sisko. But the collar also results in her true identity being revealed. Studying it after removal (in the hope of duplicating it for financial gain), Quark is able to discern that it contains no telekinetic suppressing capabilities and is, in fact, nothing more than a complex series of locks. On being confronted with

this knowledge, and the suspicion that she has been sent on a spying mission, Eris is confident enough not to waste time in denying the truth. She informs those on *Deep Space Nine*'s operations deck that they have no idea of what has begun, and activates a device that beams her off the station. Wherever she transports to is untraceable.

Vital clues

Throughout her contact with Sisko and Quark, Eris gives inadvertent hints as to her true nature, such as her suggestion that Quark be left behind as he is unable to run sufficiently far from their place of captivity without tiring. She spends the duration of her captivity asking probing questions, although subtly enough for it not to raise suspicions as she continues to act as a refugee. Indeed, she proves talented in the arts of deception and manipulation, traits which will become apparent later, when the Federation try to negotiate with the Vorta. Ultimately, her mission is not very successful; she weans out some useful information, but her true identity is discovered and she is forced to abandon her task before it can really begin; Starfleet are also now on their guard.

Eris has not been seen since her transportation, and her current whereabouts, and role within the Dominion, remain unknown.



★ Departure

Eris beams out of DEEP SPACE NINE at will after her true purpose is revealed. The ops team are unable to stop her.

★ Unconcerned

The first known Vorta to encounter Starfleet personnel, Eris is calm amid the officers in ops on DEEP SPACE NINE.



UNEXPLAINED ABILITIES

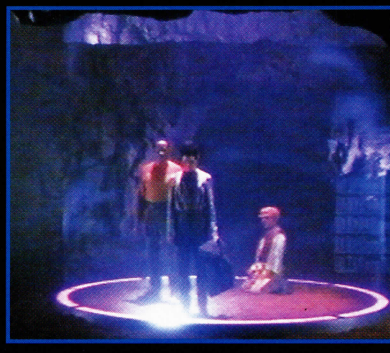
Bolt from the blue

Commander Sisko and Quark are thrown in a holding cell with Eris by the Jem'Hadar. She tells them that she could disable the forcefield if they could help her remove the collar from her neck; she claims it is a telekinetic suppression device and, as she is the first of her species known to have been encountered by the Federation, they have no reason to disbelieve her. Once Quark has picked the lock and removed the implement, Eris takes a moment to focus her telekinetic abilities; a bright blue glowing light emanates from her upper chest and suddenly projects from her, apparently breaking the forcefield that holds them. This ability appears to be a natural weapon for the Vorta and does not rely on any technology, but, given their propensity for lying and deception, this cannot be assumed to be the case.

▼ *Eris closes her eyes and concentrates as she generates a high energy pulse from her body without the aid of any technology.*



▼ *Eris further engenders the trust of Sisko and Quark by neutralizing the forcefield with her energy beam, allowing them to escape from the clutches of the Jem'Hadar, as she planned.*



Riker's Hobbies

Most of **Commander William Riker's** hobbies have grown out of a desire to adapt to his surroundings and to aid his career in some way. Only a few, such as playing the trombone, stand out as purely frivolous activities.

Commander **Will Riker** is a man of many talents and interests. His greatest pleasure in life is his work, and almost all of his hobbies tend to complement his duties in some way. Most of them also involve social interaction with his crewmates. Whether it is cooking, or playing **parrises squares** or poker, Riker is most comfortable in the company of his colleagues and friends. Even his trombone playing is apt to bring smiles to his audiences.

Growing up in Alaska, Riker lost his mother at the age of two. His father, **Kyle Riker**, was extraordinarily busy with his own career as a civilian strategist advising **Starfleet**, and Will was forced to learn how to cook for the two of them.

Although it began as a chore, as the years passed, he came to enjoy cooking for its own sake.

He believes that the subtleties of great cooking outweigh the tedious preparations; personal flare in a meal is more important to him than the efficiency of using a replicator.

Food and culture

Always eager to try out native foods of the planets he visits, he readily admits that the cooking is only as good as the ingredients. One of his least successful meals is a dish of **Owon eggs**, brought on board the **U.S.S. Enterprise NCC-1701-D** from **Starbase 73**. The omelette is prepared on a small stove in his quarters, but is not met with a great deal of approval from his guests.

As part of his diplomatic training, Riker has

PROFILE ON RIKER OFF-DUTY

HOBBY: Poker

PRACTICE: Riker has regularly played poker with his fellow officers since his days on the **U.S.S. Potemkin**.

HOBBY: Jazz music and trombone

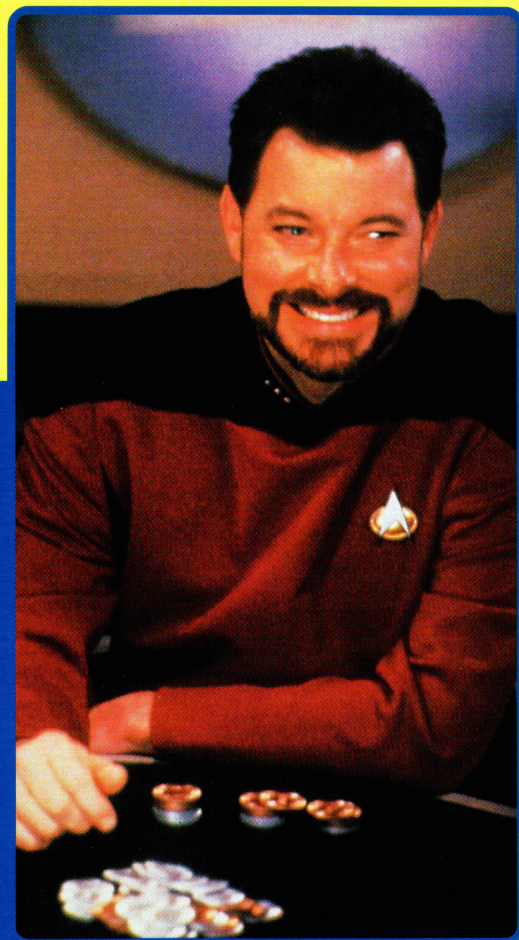
PRACTICE: Riker has created a holodeck jazz club, and also plays to his crewmates at functions.

HOBBY: Cooking

PRACTICE: Riker likes to sample dishes from other cultures.

HOBBY: Competitive sports

PRACTICE: Riker competes at **anbo-jutsu** and **parrises squares**.



▲ **Commander William Riker's career has always been of primary importance to him; he is, by nature, ambitious and competitive. His hobbies outside his command reflect this, and no matter what Riker tries, he likes to excel at it.**

VARIED GAMES

★ All that jazz

Riker has a passion for jazz, and playing the trombone is one hobby he does for pure enjoyment.

★ Tactics

Many of Riker's hobbies complement his career, such as playing strategema, a tactical game utilizing strategy and will.



★ Playing it cool

Riker is a deft hand at poker; he is proud of the fact that no one can tell when he's bluffing.



enthusiastically studied many cultures and cuisines; **Klingon** culture and food has become one of his favorite pastimes. Before temporarily joining the crew of the **I.K.S. Pagh**, Riker samples **bregit lung**, the Klingon food staple **gagh**, and **heart of targ**; his appreciation for their food helps him to gain the Klingon crew's respect.

In competitive sports, Will Riker can be counted on to see beyond the win-lose aspect of any game; he plainly understands that the cohesiveness of the team is the most important part of the sport. But he never forgets that **parrises squares** is just a game; he plays it simply to work up a sweat, have a few laughs, and as an opportunity to make friends.

Riker's Hobbies

Anbo-jytsu is a game that Riker takes more seriously. He played it with his father as a teenager, but was never able to win. He keeps his practice up to date, and, when his father visits the *Enterprise* years later, he is ready to play with him again. He values an honest opponent above all else, and is sorely disappointed to discover that, during their previous matches, his father often cheated.

Riker often uses his spare time to play the ancient card game poker; one of his favorite variations is five card draw. Rumor has it that he took it up in order to join the officers' game on the *U.S.S. Potemkin NCC-18253*, and his enjoyment of the game has never hurt his career. Riker has been

known to practice bluffing in front of a mirror, and, over the years, his technique has been perfected so that even when **Geordi La Forge** is playing with the advantage of his **VISOR**, he cannot detect Riker's bluffs.

Like most of his friends, Riker uses the **holodecks** of the *Enterprise* to enjoy his hobbies to the full. One

of his favorite holodeck programs is the Bourbon Street Café of New Orleans, circa late-20th-century Earth. The café is a jazz bar, where a trio consisting of a bass, piano, and drums back up Riker's trombone playing. The holodeck characters tell him not to give up his day job, but to the untrained ear, his playing is perfectly charming.

Riker certainly enjoys the experience of playing the trombone, and is particularly happy to involve the audience by asking them to request their favorites. There are a few

"I've never been good at organizing my time off. Something will turn up. It always does."

— Riker to Picard

pieces, however, that he dreads playing, as he has a difficult time making it through them; one such number is called 'Nightbird'. He has been known to also play at special ship functions, such as parties in **Ten-Forward**.

Off-ship recreation

Riker is very fond of his visits to the extremely popular resort world of **Risa**. He has visited on more than one occasion, and knows of the sexual ritual of displaying the **Horga'hn**. On one visit, he meets a **Ktarian** agent named **Etana Jol**, who takes advantage of his fondness for games by persuading him to take up a solitary interactive pursuit. This proves to be an extremely ill-advised hobby, as the game brainwashes him into attempting to steal the *Enterprise* for the Ktarians, who in turn plan to take over Starfleet.

Whatever his hobby, Riker likes to excel, and spends much of his spare time keeping his skills in practice. Whether his pastime helps him to relax, hones his physical fitness, or helps him to practice strategy, he always puts in the same effort he applies to his duties, ensuring success.

Addiction

While vacationing on **Risa**, Riker becomes addicted to a solitary virtual reality game.

Eccentric chef

Riker is an experimental cook and enjoys recipes from different cultures, such as Klingon.

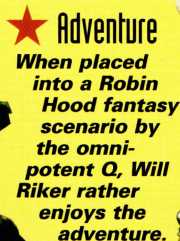


Drama

Riker sometimes participates in theatrical drama aboard the *ENTERPRISE*, throwing himself into the role.

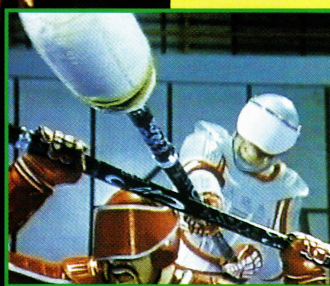


★ **Adventure**
When placed into a **Robin Hood** fantasy scenario by the omnipotent **Q**, Will Riker rather enjoys the adventure.



Cheating

Kyle Riker fought competitively at anbo-jytsu, so Will is disappointed to learn, years later, that his father often cheated during their bouts.



Martial arts

Martial arts evolve a new, challenging form in the 24th century: anbo-jytsu. Will Riker has played it since he was eight.



SOLITAIRE

New pastimes

In 2361, an exact duplicate of Will Riker is created during a transporter accident; while beaming back to the *U.S.S. Potemkin* from **Nervala IV**, Will is duplicated in the matter stream. His copy, **Thomas Riker** – as he comes to call himself – is stranded on the planet, and is only discovered in 2369. Will's 'twin' has followed a different path in life, leading a forced solitary existence, and his pastimes reflect this lifestyle. Thomas enjoys more artistic skills such as sketching, poetry, and the solo sport of tai chi chuan.

Opposites

In 2369, Will discovers he has a 'twin'; though alike in looks, the two men have different hobbies.



Artistic talent

While marooned on **Nervala IV**, **Thomas Riker** phaser-etches beautiful pictures upon rocks.

FILE 44 NON-STARFLEET HUMANS

Amanda Grayson

Spock's mother, Amanda, has an honored role as the wife of Ambassador Sarek, but as a human living among Vulcans her life is far from easy.

There is an old Earth saying that proclaims "behind every great man is a great woman" – a tribute to the hard work, patience, and understanding shown by the female partner of someone usually more famous. A perfect example of this is **Amanda Grayson**, wife of the **Vulcan Ambassador Sarek** and mother of **Spock**; she has had a huge influence on the lives of these two legends of the **United Federation of Planets** and **Starfleet**.

In 2267, Amanda accompanies Ambassador Sarek to the **Babel Conference** on board the **U.S.S. Enterprise NCC-1701**, and much of her past is learned from her discussions with **Captain James T. Kirk**. This handsome

and sophisticated woman reveals some of Spock's childhood when she recalls him playing with his pet **sehlat**, a teddy bear-like Vulcan animal with six-inch fangs. However, much more of her experiences as a human woman on the emotionless world of Vulcan are hinted at, such as the pain she felt when Spock's Vulcan playmates taunted him over his mixed heritage as a child.

Outsider

At this time, Sarek is, by his own admission, 102.437 years old, making him much older than his wife. Amanda must have entered into this marriage knowing that it would be very different from a relationship with a human male, and would be ruled much more by logic than

FAMOUS FAMILY

★ Peacemaker

Amanda is immensely proud of her husband and son for their achievements, but she is not afraid to let them know when they are being stubborn and unreasonable.



PROFILE ON AMANDA

NAME: Amanda Grayson

LIFE FORM: Human female

FAMILY: Married to Sarek, mother to Spock, and stepmother to Sybok.

HISTORY: Became wife to Ambassador Sarek after leaving the teaching profession on Earth to move to Vulcan. In 2286, she helps her son, Spock, recover after the fal-tor-pan ceremony in which his mind and body are rejoined.

FIRST SEEN: 'Journey to Babel' [TOS]

LAST SEEN: STAR TREK V: THE FINAL FRONTIER



▲ **Amanda Grayson proves herself to be a dignified but passionate woman who is not afraid to speak her mind to the fiercely logical Vulcans.**



★ **Reserved**
Amanda often accompanies her husband, Ambassador Sarek, on important diplomatic missions, such as his journey to the Babel Conference in 2268.

expressions of love.

She not only had the problems of raising her half-human son Spock, but also **Sybok**, Sarek's son by a Vulcan princess. Both were looked upon as misfits, one denying his human half, and the other embracing emotions he should not have. Sarek's comment of "So human" at the birth of Spock surely hinted at the problems both she and her son would face in later life.

What is certainly made apparent is Amanda's heartache over the rift caused by Spock's decision to join Starfleet against the wishes of his father. The 18 years they did not speak, rectified only by Sarek suffering a third heart attack, must have been deeply upsetting for her, even though she fully understood and realized her feelings would not be acceptable to Vulcan tradition. As she admits to Captain Kirk, she considers the Vulcan way of logic a better one,



★ Compassionate

Amanda pleads with Spock to remember his human side and make the emotional choice to help save his father, rather than be tied by the logical necessity of duty.

Amanda Grayson

but it is nonetheless difficult for this loving and compassionate ex-schoolteacher.

Learning to fit in

Living as she does in an alien society, Amanda has managed to come to terms with her place beside the husband she loves and supports. However, she fears that Spock is at home in no other place than Starfleet because of his mixed heritage, and although she is pleased he has a friend in Kirk, she is concerned for his loneliness. He may attempt to conceal it from his colleagues, but he cannot conceal it from his own mother.

For all her personal control and attention to Vulcan ways, Amanda is not afraid of showing her feelings. When Sarek requires a life-saving transfusion from Spock, and her son refuses to relinquish control of the *Enterprise* as Captain Kirk is incapacitated, she challenges Spock to make a choice between the life of his father and his oath to Starfleet. She tells him that if being Vulcan is more important to him than his father, she will hate him for the rest of her life. The slap she gives her son hurts her as much as it does him, but the frustration she feels, trapped by Vulcan coldness, would test

even the most patient of women.

However, when Spock is tricked into believing the captain has recovered, he volunteers to undergo an experimental treatment to increase his blood production, and Amanda is faced with the prospect of losing her son and her husband if the operation is a failure. Happily, they both survive, and the two most important things in her life are brought a little closer, thanks to her involvement.

By 2286, Amanda is once again living on the red and rocky planet

of Vulcan, and is there to help her son when after his ordeal at the **Genesis Planet**. Unsurprisingly, Spock outlives Amanda by some years, as does Sarek; her son inherits a lifespan more similar to that of his father. After her death, Amanda is fondly remembered, recognized in her own right as well as for her influence on Spock and Sarek.

"After all these years among humans, you still haven't learned to smile." — Amanda to Spock



★ Problems

Amanda confides to Captain Kirk that she often finds it difficult living among Vulcans.

★ Worried

Nurse Chapel and Amanda both worry that Spock does not allow his human half any expression; it is overpowered by his Vulcan conditioning.



★ Caring

Amanda reacts with concern when her husband Sarek collapses. Spock is more restrained, and allows the others to attend to him.



★ Emotional time

Amanda gives birth to Spock in a Vulcan cave with few comforts. Sarek's only comment is how human his son seems.



★ Farewell

Amanda and Saavik remain on Vulcan when Spock and his colleagues return to Earth to face a court-martial. Amanda watches him leave with pride.



DIFFERENT CULTURE

Retaining humanity

In 2286, Amanda's human empathy helps Spock's recovery following his death and rebirth on the Genesis planet. She reprograms the computer Spock uses to retrain his mind in order to ask the question "How do you feel?" This confuses her son, but once again she invokes a devastating logic, pointing out that if the good of the many outweighs the good of the one, then his existence is a mistake,

made by his flawed, feeling, human friends. She goes on to say that, as her son, he will inevitably have feelings and must cope with them. It is a confirmation of her wisdom that Spock does send a message to his mother at a later date, telling her that he feels "fine".

★ Emotional questions

Amanda reminds Spock that he should not deny his humanity, even though he prefers Vulcan logic.



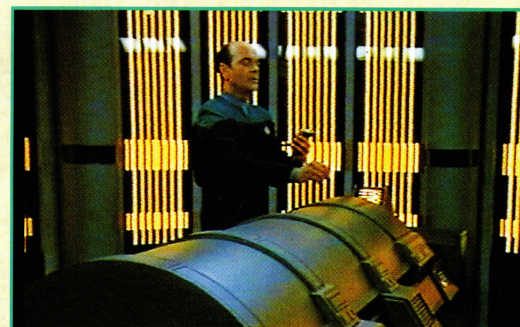
★ Caring

Amanda, dressed in traditional Vulcan robes, helps Spock after his experiences on the Genesis Planet.



Bio-temporal Chamber

In an alternate timeline created by the temporal weaponry of the Krenim, this medical device is created by the inventive **Emergency Medical Hologram** to treat **Kes**. It is used in an attempt to lengthen her life as she enters the morilogium.



The bio-temporal chamber is invented by the Doctor to push Kes's cells into a state of flux. It is hoped this will extend her life.

The crew of the **U.S.S. Voyager NCC-74656** often have to be extremely inventive with the facilities they have available to them, and this often includes adapting or modifying existing equipment for uses other than those for which

it was designed. This is certainly true for the **EMH**, who has to call on the huge amount of experience programmed into him to save lives, and this has never been more evident than in an alternate future timeline glimpsed by the **Ocampan Kes**.

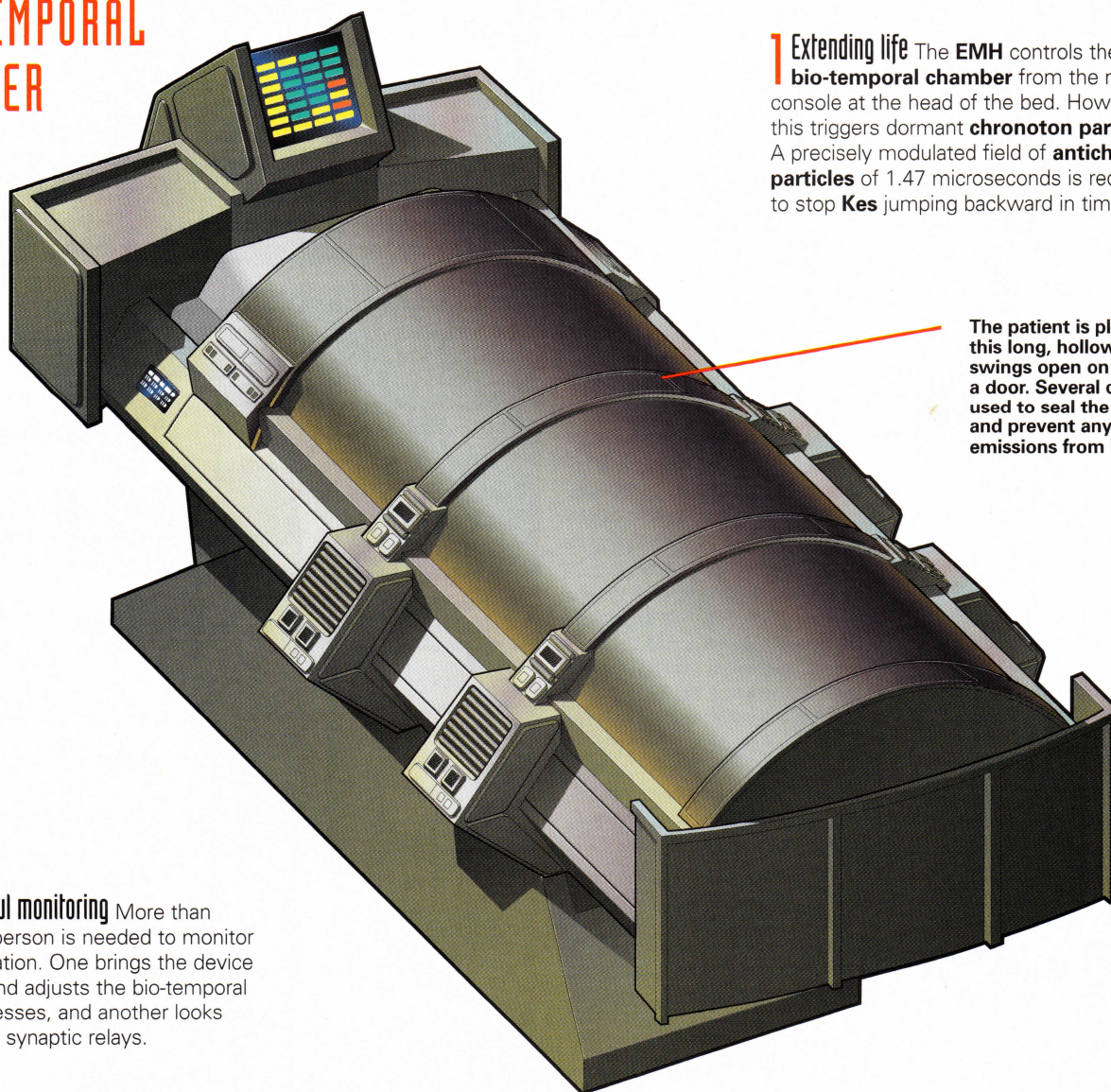
In this future, Kes enters the

morilogium, the last part of an Ocampan's natural life cycle, in 2379; she begins to show similar symptoms to those indicating senility in elderly humans. The **Doctor** theorizes that if he places her in a **bio-temporal chamber** and surrounds her body with a bio-temporal

field, this could send her cells into a state of temporal flux, effectively pushing them back to a much earlier stage of entropic decay. It is hoped that this radical concept will arrest the aging process and give her as much as an extra year of life.

The bio-temporal chamber is a

BIO-TEMPORAL CHAMBER



1 Extending life The **EMH** controls the **bio-temporal chamber** from the main console at the head of the bed. However, this triggers dormant **chronoton particles**. A precisely modulated field of **antichronoton particles** of 1.47 microseconds is required to stop **Kes** jumping backward in time.

The patient is placed under this long, hollow cylinder; it swings open on hinges, like a door. Several clamps are used to seal the device and prevent any harmful emissions from leaking out.

2 Careful monitoring More than one person is needed to monitor the situation. One brings the device online and adjusts the bio-temporal field stresses, and another looks over the synaptic relays.



Bio-temporal Chamber

modified **biobed**; it is one of the large pieces of equipment based in sickbay. Viewed from directly above, it is rectangular, around two and a half meters in length, and more than half a meter across. Raised from the floor on a fully surrounded dais, the actual bed section on which the patient lies is approximately one and a third meters from ground level, making access to it easy for both the patient and the attending physician. If required, the chamber can be positioned where needed, but its portability is extremely limited.

Operation

When in place, the patient is surrounded by the chamber's solid, metallic curved top. Its smooth, gray exterior is sealed at the base of the unit and open at the top, so that the patient's head, neck, and shoulders are exposed. There is no headrest or elaborate neck support, and no straps or restraint systems. The chamber would appear to contain shielding within its construction, as no forcefield system is required when the unit is operating in order to protect personnel working around it.

Behind the open-ended head section is a small, square illuminated control panel which faces away from the patient. This is built into the table section of the chamber, and from here the Doctor can activate and control it. Additionally, there are two raised bands toward the bottom and center of the cover which terminate in clamps, sealing the whole unit and preventing leakage of whatever energy field may have to be generated within it. Manipulation of the fields can be carried out from controls set away from the actual chamber.

Particles generated

When the unit is activated, there is a significant reduction in the level of light in sickbay, suggesting that the chamber uses a great deal of power in order to function. Accompanying its activation is a low electronic hum which changes in frequency and volume whenever a field is generated or broadcast. An array of emitters on the inside of the cover, facing inward, bathe the patient in a warm yellow-orange glow when the particle generation commences.

Unfortunately, the Doctor does not have the time available to carry out exhaustive tests on the adaptations to the chamber as Kes's

condition is deteriorating fast, and he does not anticipate that the bio-temporal field will create an extraordinary side effect.

As Kes's cells are bombarded with the bio-temporal field, **chronoton particles** that had been dormant in her cells for years – since she was exposed to a **Krenim chronometric torpedo** attack on *Voyager* some years previously – are somehow reactivated even though all crew members had been inoculated against this form of radiation. This puts her out of time synchronization with the rest of the crew, causing her consciousness to be thrown backward in time in a series of small jumps, each one taking her further away from the moment when the chamber was activated; in each time period into which she jumps, she inhabits her body of that time, but often has no memories of the era in which she has arrived. The only warning Kes has that the next jump is imminent is a sudden drop in her body temperature. In these past eras, she is able to enlist the help of her crewmates, but sickbay containment fields are unable to prevent the shifts. There is a real chance that she may jump back in time before she exists if she and her crewmates cannot find a way to stop the effect.

Cure at last

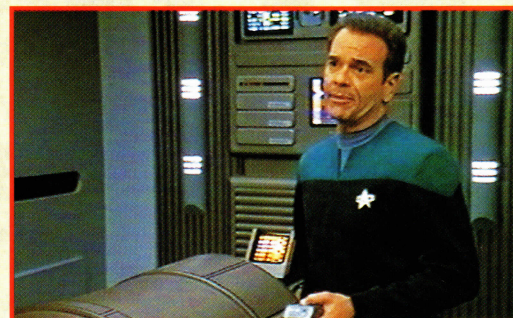
Eventually, Kes jumps back in time to when the torpedo that caused the radiation hits the ship, and she is able to take a reading that gives her the exact temporal variance of the chronoton torpedo that created the original radiation poisoning. By recreating the chamber in this past era, and feeding her readings into it, the exact opposite of the chronoton particles can be generated within it. This **anti-chronoton field** saturates Kes and, with the chronoton roentgen count finally back down to zero, the time jumps stop, leaving her consciousness in this past time; the only memories she has of the future are those she gained during the time jumps. What happens in the future where the chamber was first activated is unknown.

It is perhaps ironic that the technology used in the bio-temporal chamber is able to cure Kes of the problem it accidentally creates in the first place. Non-invasive, comfortable, and highly adaptable, this remarkable chamber has played a key role in saving Kes's life.

At first, the people Kes encounters in her time jumps think her age is making her confused, but she is able to convince them to help her. Her husband Tom Paris tries to help, but another jump interrupts their progress.



The Doctor is extremely pleased with himself for devising the bio-temporal chamber in an effort to extend Kes's life. However, he does not foresee the complications that accompany the treatment.

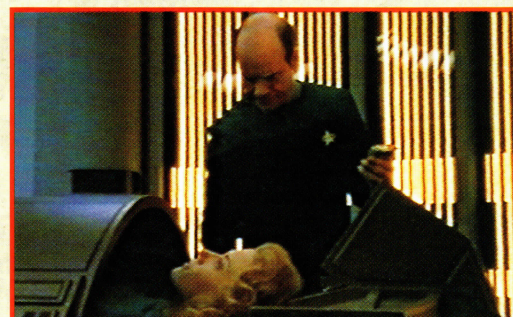


A hirsute Doctor informs Captain Chakotay that Kes has entered the morilogium. They must act quickly if they are to save her; they do not even have time to test the bio-temporal chamber before using it.



After discovering the cause of Kes's shifts in time, B'Elanna Torres and Captain Janeway help the Doctor operate the bio-temporal chamber to emit the correct frequency of antichronoton particles.

The Doctor monitors Kes's condition, keeping a careful eye on her body temperature and making sure her chronoton levels are dropping. It has been the chronoton radiation that has been causing the time shifts.



The bio-temporal chamber does its job, moving Kes back into temporal sync with the rest of the U.S.S. VOYAGER crew.





'Birthright' Part I

When the *U.S.S. Enterprise NCC-1701-D* visits *Deep Space Nine*, a shady Yridian offers to sell Worf startling secrets about his father Mogh. Meanwhile, Data also experiences a family reunion of sorts — the android has a dream of his father, Dr. Noonien Soong.

CAPTAIN'S LOG

STARDATE: 46578.4

"The *ENTERPRISE* has arrived at station *DEEP SPACE NINE*, to assist in the reconstruction of the Bajoran aqueduct systems damaged during the Cardassian occupation."

With the *U.S.S. Enterprise NCC-1701-D* docked at *Deep Space Nine*, Lt. Commander Data meets Dr. Julian Bashir, the station's chief medical officer. Data takes Julian to engineering to test a strange medical instrument discovered in the **Gamma Quadrant**.

On the **Promenade**, a Yridian called **Jaglom Shrek** catches Worf's attention. Shrek claims that **Mogh**, Worf's father, did not die in the massacre at **Khitomer** 25 years earlier, but instead was captured by the **Romulans** and taken to a prison camp on a remote planet. Shrek will reveal the location for a small fee, but Worf insists a **Klingon** would rather die than be taken prisoner. If Mogh were alive, three generations of his family would be shamed.

Family ties

Data, **Geordi La Forge**, and Bashir begin to test the medical device. A sudden plasma shock hits Data and knocks him unconscious. He dreams for the first time, wandering through a deserted *Enterprise* and meeting his creator, a young **Dr. Noonien Soong**. Recalling a vision he had during the **Rite of MajQa**, Worf tells Data there is nothing more important than receiving a revelation about one's father — and realizes he could be speaking about his own situation. Returning to *Deep Space Nine*, Worf forces Shrek to take him to the Romulan prison camp where Mogh is allegedly held. He is left on a planet in the **Carraya System**, near Romulan space, some 10 kilometers from the prison camp.

Data recreates the plasma burst which triggered his dream, and, this time, he is able to converse with his 'father'. When Data awakes, he realizes the dream was generated by previously dormant circuits in his neural net, which Soong incorporated into his base programming; the plasma shock switched them on prematurely. Data decides to shut his cognitive functions down for a period each day to stimulate more visions.

Worf reaches the prison camp and interrogates a Klingon elder. He learns that Mogh did die at **Khitomer**, but there are 73 other Klingons in this prison camp. Worf offers to liberate his people, but the Klingon leaders tell Worf they do not wish to leave. Much to his surprise, they take him captive.

ON SCREEN...



1 Worf hears disturbing news about his father from a Yridian; Mogh may not have died at **Khitomer**, but may have been taken prisoner by the **Romulans** instead.



2 The android Data realizes he has the capacity to dream; he envisions his walking down the corridors of the *U.S.S. ENTERPRISE*, seeing symbolic imagery.



3 Worf forcefully persuades the Yridian to take him to the secret prison camp, located on a planet in the **Carraya System**.



4 Data initiates another dream sequence in his neural net, and is able to talk with the dream version of his 'father'.



5 Worf visits the prison camp where his father may be held; Mogh is not there, but 73 other captive Klingons are.



6 The Klingon elders astound Worf when he discovers that they do not want to leave. Instead, they take him captive.



'Birthright' Part II

Held captive in a Romulan camp, Worf introduces the ways of the warrior to a rapt audience of young Klingon prisoners, raised with Romulans. He reunites them with their true Klingon heritage and hearts.

Klingon elders **L'Kor** and **Gi'Ral** explain to **Worf** why they do not want to return to their homeworld. When the **Klingons** were taken prisoner during the **Khitomer** conflict, **Romulan** leader **Tokath** insisted they were to be kept alive.

After the war, Tokath allowed them to stay in the camp rather than return home in disgrace. Now they cannot allow Worf to reveal their existence and destroy the community they have built for themselves.

Tokath claims the Romulans and Klingons in his camp have learned to live together in harmony. Tokath himself married Gi'Ral, and they have a daughter, **Ba'el**, but Worf remains adamant that Romulans and Klingons should be blood enemies. Tokath implants a small **boridium pellet** under Worf's skin to make him easy to track.

Young warriors

Worf introduces the camp's young people to their Klingon heritage. He recounts the legend of **Kahless** and his sword, and performs the ritual of **Mok'bara**, the basis of Klingon combat. When Worf takes a young Klingon named **Toq** out hunting, the **qa'vak**, or true ritual of the hunt, stirs Toq's Klingon blood. He returns to lead a rousing chorus of a traditional warrior's song.

Tokath is horrified by the rebirth of these Klingon ideas and values; he declares that Worf will be killed by firing squad. Worf is prepared to die an honorable death, and rejects Ba'el's offer to remove his tracking device so he can flee the camp.

When the Romulan guards commence the execution, Toq and many other young Klingons stand beside Worf. Gi'Ral persuades her husband and his guards to put down their weapons; Tokath cannot kill a whole generation of Klingons determined to be free of the camp.

Toq tells Worf that a Romulan supply ship is due in a few days time; it will take

all those who want to leave to a new life – but they must never reveal the existence of the camp. Worf sends the **U.S.S. Enterprise NCC-1701-D** a cryptic message to rendezvous with a Romulan vessel. Once back on the *Enterprise*, Worf claims that the

young Klingons with him are survivors of a ship that crashed in the **Carraya System** four years before. He found no prison camp and no Khitomer survivors. **Captain Picard**, who understands the importance of Klingon honor, accepts this explanation.

ON SCREEN...



1 Tokath and Worf share a mutual distrust; Tokath plants a tracking device on Worf to keep tabs on him.



2 The Romulan Tokath seems to fit into his captive Klingon community, and the Klingons appear to accept him.



3 Worf instructs the young Klingons in the ways of the warrior; he takes the young, enthusiastic Toq hunting.



4 Tokath is married to a Klingon woman; they have a half-Klingon, half-Romulan daughter, Ba'el. The young woman shows Worf the Klingon jewelry and possessions her mother has kept to remind her of her former life.



5 Tokath sentences Worf to death, but the young Klingons are loyal to their new mentor and will not let him die; they also want to leave the camp.



6 Worf takes the Klingons who wish to return to the Empire back with him to the **U.S.S. ENTERPRISE**. The truth about the remaining Klingons will stay secret.

STARSHIP FACTS

A When Data is advised by Picard to think creatively, the android paints 23 illustrations of his dream experiences.

A After spying on Ba'el while she is bathing, Worf has a brief romance with the half-Klingon, half-Romulan daughter of Tokath.

A Ba'el shows Worf Klingon artifacts kept by her mother, Gi'Ral.



'Children of Time'

Traveling back to *Deep Space Nine*, the weary crew of the *U.S.S. Defiant NX-74205* investigate a planet in the *Gamma Quadrant* veiled by strong quantum fluctuations. Passing through the barrier, they discover a settlement whose population claims to be their descendants.

CAPTAIN'S LOG STARDATE: 60814.2

"The *DEFIANT* is returning to *DEEP SPACE NINE* after a week-long reconnaissance mission in the *Gamma Quadrant*."

The crew of the *U.S.S. Defiant NX-74205* are returning to *Deep Space Nine* after a long and tiring mission when **Dax** picks up unusual sensor readings from a nearby solar system; an energy barrier surrounds the system's fourth planet. Its quantum fluctuations are so strong that, in a few weeks, *Starfleet* won't be able to send a probe through. The possibility of life forms below excites Dax's scientific interest, and she persuades a weary **Captain Sisko** to take the *Defiant* in to investigate.

Adjustments are made to the *Defiant's* shield harmonics, but the barrier still damages the ship. An energy discharge rips through the bridge's control systems and strikes **Major Kira**.

Distant relations

Passing beyond the barrier, the *Defiant's* sensors detect several scattered settlements across the southern peninsula of the planet below, populated by 8,000 humanoid inhabitants. The ship is hailed by a man and a woman who welcome Sisko, by name, to the planet **Gaia**.

Sisko, Dax, **Worf**, and **O'Brien** beam down to Gaia, where they are met by **Miranda O'Brien** and **Yedrin Dax**. The latter reveals that the planet's settlements were founded by the crew of a *Starfleet* ship that crashed on Gaia two centuries before. Two days from now, when the *Defiant* attempts to pass out of the barrier, the ship will encounter a temporal anomaly which throws it back in time 200 years; stranded, they will become the founders of Gaia. Yedrin carries the Dax symbiont, while Miranda is the descendant of Miles O'Brien and **Rita Tannebaum** from engineering. O'Brien married 10 years after the crash, the last to accept he could not return home.

Yedrin tells Sisko that from their badly damaged vessel, the *Defiant* crew were only able to salvage a portable generator, a **replicator**, a few **phasers**, and **tricorders**. 200 years ago there was no one to send a distress signal to; the **Bajoran wormhole** hadn't been discovered, so there was no way back to the **Alpha Quadrant**.

Sadly, Yedrin tells them that Kira died a few weeks after the crash. The energy discharge that struck her on the bridge damaged her neural pathways; the *Defiant*

ON SCREEN...



1 Odo and Dax learn that Kira and Shakaar are no longer together; the Prophets have told them that they are not destined to walk the same path.



2 Dax's insatiable scientific curiosity is excited by the possibility of new discoveries that may lie on the planet hidden behind an energy barrier.



3 Despite the adjustments made to the *U.S.S. DEFIANT's* shields, Major Kira Nerys is hit directly by an energy discharge as they pass through the barrier.



4 Yedrin Dax, from the Gaia settlement, invites Ben Sisko - by name - to the planet's surface to have a drink of raktajino, a Klingon beverage of which he is fond.



5 Miranda O'Brien and Yedrin Dax tell Sisko that the *U.S.S. DEFIANT* crew founded the colony when their ship crashlanded on the planet after being thrown back in time.



6 A year after the crash, Dax and Worf were married, and their descendants formed a separate Klingon colony. The Klingons of Gaia are not farmers, but hunters.



'Children of Time'

lacked the medical equipment **Dr. Bashir** needed to save her life. Sisko insists that now he knows of the temporal anomaly the *Defiant* will avoid it on its return journey – but this will certainly lead to the collapse of Yedrin's alternate timeline.

Yedrin has a plan to prevent such a tragedy. He suggests that if certain modifications are made to the *Defiant's* systems, it will be possible to create a quantum duplicate of the ship as it hits the temporal anomaly. The duplicate will be thrown back into the past, while the original *Defiant* should race on through the barrier. Jadzia agrees to examine the logs Yedrin claims were salvaged from the *Defiant*, in order to determine if his plan is viable.

Back on the *Defiant*, Julian Bashir looks after Kira, while **Odo** is placed in a container; he cannot retain his shape due to the barrier's quantum fluctuations. Kira is visited by the alternate Odo from Gaia. Over time, he has learned to control his form, and even improve his human mimicry. This Odo is finally able to confess his unrequited love for her. Kira is stunned; she had no idea.

Date with destiny

Dax suspects Yedrin has faked the sensor logs from the *Defiant* in an attempt to convince Sisko his plan would work. There was never going to be a duplicate *Defiant* traveling back in time, just theirs. Yedrin wanted to preserve his future. When confronted by Sisko and Dax, Yedrin admits to the duplicity. He feels personally responsible for the 8,000 inhabitants of Gaia, as it was Dax who insisted on passing through the barrier.

Although Sisko is determined the *Defiant* will leave Gaia, he is surprised when many of his crew volunteer to stay. Even Kira, who will die if they remain, believes that destiny should not be cheated. Only O'Brien feels no responsibility to the settlers; he is anxious to get back to his family. On Gaia's last morning, however, the chief changes his mind when he takes part in the children's planting day. Sisko accepts the will of his crew, and prepares for the *Defiant's* journey back through time. The alternate Odo tries to dissuade Kira from accepting an early death, but she feels she must sacrifice her life for the 8,000 others.

The *Defiant* heads for the temporal anomaly, but inexplicably veers off course. Dax is unable to disengage the ship's autopilot, and they pass safely out of the barrier. The settlements and its people quickly

vanish from existence. Sisko suspects that Yedrin, in a final spasm of guilt, changed the *Defiant's* flight plan. The captain reassures his tearful crew that the people they met will exist for as long as they are remembered.

Odo later visits the recovering Kira, and admits that he linked with the alternate Odo

shortly before the *Defiant* departed Gaia. The alternate told Odo that Kira now knows of his secret love – but Kira is more horrified to hear that the alternate Odo changed the *Defiant's* course; his love for her superseded all else. Kira must live with the knowledge that 8,000 lives were sacrificed for her.

ON SCREEN ...



7 Dr. Bashir, on the U.S.S. *DEFIANT*, places Odo in a container; the quantum fluctuations of the barrier are preventing the Changeling from holding a shape.



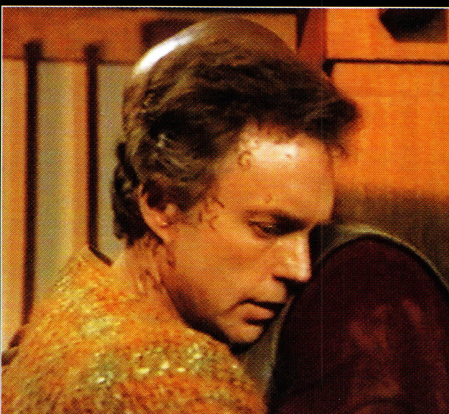
8 Yedrin Dax asks Jadzia to examine the logs salvaged from the U.S.S. *DEFIANT* to see if it would be possible to send a duplicate ship into the past.



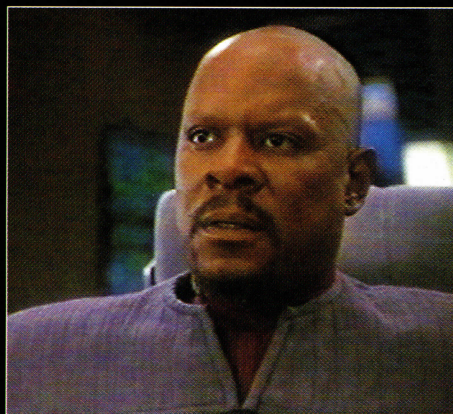
9 Kira visits Gaia with the alternate Odo, who has learned to improve his appearance after 200 years. Standing by her own grave, she wonders whether this is the path the Prophets meant for her.



10 During the last morning on Gaia, O'Brien helps a child, one of his descendants, on planting day. He decides he cannot condemn 8,000 people to be wiped from existence.



11 Yedrin Dax and the settlers find it difficult to express their gratitude for the sacrifice the crew of the U.S.S. *DEFIANT* are willing to make.



12 The starship's course heading is tampered with, and the crew are not thrown back in time; they are shocked that the settlement has been erased.

STARSHIP FACTS

A Yedrin convinces Sisko of his story when he begins to recount an incident involving Ben, Curzon, and an exotic dancer.

A When the U.S.S. *Defiant* goes back through time, Dax uses Quark's face from the ship's security logs to create a math teaching program.

H continued

Henry, Admiral Thomas 'Henry V'

In 2367, Henry terminated **Admiral Norah Satie's** out-of-control pursuit of alien conspiracies aboard the **U.S.S. Enterprise NCC-1701-D** by citing self-incrimination law violations. Henry, the commander of **Starfleet** security, found no evidence of spies on the *Enterprise*. (*Starship Log: 'The Drumhead'* [TNG]) **SEE FILES 19, 69**

'Henry V'

This Earth play, written by William Shakespeare, told the story of England's king from 1413 to 1422. **Data** once took part in a lifelike **holodeck** recreation of the play. (*Starship Log: 'The Defector'* [TNG]) **SEE FILES 55, 69**

Henshaw, Christi

A beautiful **U.S.S. Enterprise NCC-1701-D** crew member who inspired **Geordi La Forge** to create the **holodeck** program 'Moonlight on the Beach' for their date. However, Henshaw was not interested in pursuing a romance until La Forge became more self-confident. (*Starship Log: 'Transfigurations'* [TNG]) **SEE FILES 43, 69**

Hera, U.S.S.

Nebula-class starship, registry number **NCC-62006**. In 2370, the *Hera*, commanded by **Captain Silva La Forge**, vanished, and its 300-strong, primarily **Vulcan** crew were lost. (*Starship Log: 'Interface'* [TNG]) **SEE FILES 31, 43, 69**

herbert

Self-styled free-thinkers insulted **Captain Kirk** by calling him a "herbert." Kirk needed **Spock** to explain that Herbert was a minor official renowned for his limited and rigid thinking. (*Starship Log: 'The Way To Eden'* [TOS]) **SEE FILES 18, 43, 68**

Herbert, Transporter Chief

Crewman aboard the **U.S.S. Enterprise NCC-1701-D** during the mid 2360's. A transporter operator in 2364, he was promoted to transporter chief by 2365. (*Starship Log: 'We'll Always Have Paris'* [TNG]) **SEE FILES 25, 69**

herbs, makara

This foul-tasting **Bajoran** leaf, ingested during pregnancy to keep progesterone levels in check, also neutralizes sedatives such as **merfadon**. **Furel** and **Lupaza** gave fresh makara herbs to **Kira** in 2372. (*Starship Log: 'The Darkness and the Light'* [DS9]) **SEE FILES 10, 70**



▲ The use of makara herbs during Bajoran pregnancy is a long-established tradition.

Hercules

This mythic Greek god, son of Zeus, was a symbol of strength and courage. The Leonardo da Vinci in a **holodeck** program painted a young man's portrait to look heroic, like "a Hercules or an Achilles." (*Starship Log: 'Scorpion', Part I* [VOY]) **SEE FILES 56, 71**



▲ Data made use of the holodeck of the U.S.S. ENTERPRISE to take a role in the play 'Henry V'.

Hercules [constellation]

This group of stars is visible from Earth's solar system; when connected, they suggest the image of Hercules. The **U.S.S. Voyager's** **EMH** identified this constellation to **Danara Pel** in a **holodeck** stargazing simulation. (*Starship Log: 'Lifesigns'* [VOY]) **SEE FILES 56, 58, 71**

Hermes, U.S.S.

Antares-class **Starfleet** vessel, registry number **NCC-10376**. In 2368, the *Hermes* was a link in **La Forge's** **tachyon detection grid** that revealed illegal **Romulan** supply ships during the **Klingon** civil war. (*Starship Log: 'Redemption', Part II* [TNG]) **SEE FILES 19, 31, 69**

Hermosa quake

In 2047, became a new coral reef, supthis earthquake caused floods around **Hermosa Beach** on Earth, redesigning the Southern California coastline. The old landscape porting thousands of diverse species. (*Starship Log: 'Future's End', Part I* [VOY]) **SEE FILE 71**

Hesperan thumping cough

Wesley Crusher believed a respiratory illness, attributable to a virus from **Quazulu VII**, to be worse than the Hesperan thumping cough. (*Starship Log: 'Angel One'* [TNG]) **SEE FILE 69**

heterophonic

A song in which a single melody is explored with several voices or elaborations simultaneously. The **Maquis** once hid a secret message in a heterophonic **Breen** nursery rhyme. (*Starship Log: 'For The Uniform'* [DS9]) **SEE FILES 18, 70**

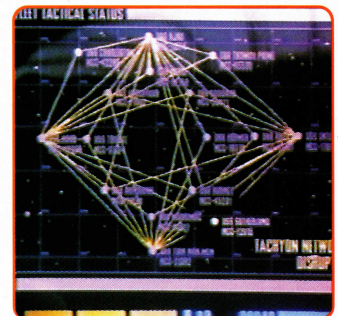
Hetman

This title, given to a **Xepolite** starship's commander, is roughly equivalent to the rank of captain in **Starfleet**, **DaiMon** on a **Ferengi** ship, or a **Romulan** commander. (*Starship Log: 'The Maquis', Part II* [DS9]) **SEE FILES 40, 70**

heuristic

A system of this type gives a program the ability to investigate and create solutions to problems. Heuristics are found in sophisticated systems such as **Deep Space Nine's** **Vic Fontaine** hologram, the **U.S.S. Voyager's** **Emergency Medical Hologram**, and even **Data**. (*Starship Log: 'His Way'* [DS9], 'The Swarm' [VOY]) **SEE FILES 55, 56, 69, 70, 71**

Henry, Admiral Thomas
'Henry V'
Henshaw, Christi
Hera, U.S.S.
herbert
Herbert, Transporter Chief
herbs, makara
Hercules
Hercules [constellation]
Hermes, U.S.S.
Hermosa quake
Hesperan thumping cough
heterophonic
Hetman
heuristic
Heva VII
hexadrin therapy
hexiprismatic field
hibernation pods
hibernation, artificial
Hickman, Lieutenant Paul
Hideki class
Higa Metar
High Council
high resolution scan
high saturation radiometric therapy
High Sierras
high-energy distortion wave
high-energy X-ray laser
high-intensity warp pulse
Highway 1
Hildebrandt
hill people



▲ The U.S.S. HERMES was one of several Starfleet vessels that made up the tachyon detection grid set up to trap the Romulans.



▲ Geordi experienced visions of the U.S.S. HERA when subspace beings attempted to communicate.



Heva VII When **Akritirian Patrol Ships** challenged **Neelix's** vessel, he pretended he had confused the **Akritirians'** prison satellite with the **Heva VII** refueling port, blaming a faulty navigational array. (*Starship Log: 'The Chute' [VOY]*) **SEE FILES 3, 71**

hexadrin therapy

Dr. Julian Bashir prescribed hexadrin therapy and neuroregeneration procedures for a medical condition that ultimately claimed the life of **Tekeny Ghemor**. (*Starship Log: 'Ties of Blood and Water' [DS9]*) **SEE FILE 70**

▶ **Hexadrin therapy could not save the life of Cardassian Tekeny Ghemor.**



hexiprismatic field

When the **Caretaker's** remains vibrated in response to sporocystian energy, **B'Elanna Torres** placed them within a hexiprismatic field. The field reacted to vibrations in a way that revealed the sporocystian energy source's location. (*Starship Log: 'Cold Fire' [VOY]*) **SEE FILES 18, 71**

hibernation pods

These mechanical devices, stored 2.3 kilometers underground, were used by the **Kohl settlement** survivors to create a cold stasis that kept them safe while a disaster ravaged their planet. (*Starship Log: 'The Thaw' [VOY]*) **SEE FILES 18, 59, 71**

hibernation, artificial

Name used by scientist **Viorsa** of the **Kohl settlement** for the condition created by their hibernation pods. (*Starship Log: 'The Thaw' [VOY]*) **SEE FILES 18, 59, 71**



▶ **Paul Hickman's movements, captured by the logs of the U.S.S. VICTORY, provided clues to his strange affliction.**

Hickman, Lieutenant Paul

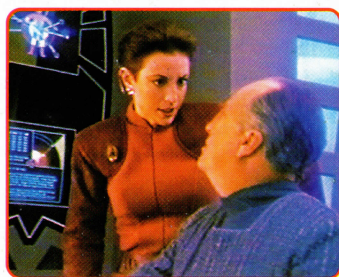
One of several **Starfleet** officers who, in 2362, visited **Tarchannen III** and was implanted with an alien DNA strand. Five years later, that strand became dominant and Hickman died returning to the planet. (*Starship Log: 'Identity Crisis' [TNG]*) **SEE FILES 18, 31, 43, 69**

Hideki class

A type of small **Cardassian** patrol vessel. **Gul Evek** commanded one such craft to kidnap **Miles O'Brien** in 2370. Later, **Gul Dukat** used these vessels to fight for the **Dominion**. (*Starship Log: 'The Sacrifice of Angels' [DS9]*) **SEE FILES 36, 70**

Higa Metar

This **Bajoran** underground group was active during the **Cardassian** occupation, and took part in the resistance against their oppressors. Two of its members, geneticist **Dekon Elig** and medical assistant **Surmak Ren**, developed and implanted an aphasic virus on **Deep Space Nine** that was accidentally deployed 18 years later. (*Starship Log: 'Babel' [DS9]*) **SEE FILES 10, 70**



▶ **Years after developing an aphasic virus, Surmak Ren helped to render it harmless.**

High Council

SEE **Klingon High Council**

high resolution scan

Increasing the amount of data collected during a scan takes additional time and computer storage, but the result is more complete, and includes trace elements that a lower-resolution scan misses. (*Starship Log: 'Blood Oath' [DS9]*) **SEE FILE 70**

high saturation radiometric therapy

This treatment was used by the **U.S.S. Voyager's** **EMH** to reverse the cellular mutation experienced by **Tom Paris** after his **transwarp** flight. It was not successful. (*Starship Log: 'Threshold' [VOY]*) **SEE FILE 71**

High Sierras

The tallest portion of the Sierra Nevada mountains in western North America on Earth.

Henry Starling was camping there in 1967, and witnessed the crash of a 29th-century vessel. (*Starship Log: 'Future's End', Part I [VOY]*) **SEE FILES 31, 44, 71**



▶ **A surprised Henry Starling watched as a ship from the future crashed in the High Sierras in 1967.**

high-energy distortion wave

These energetic tides, adjacent to the **subspace** rift in the **Hekaras Corridor**, made escaping the rift extremely difficult, as both the **U.S.S. Enterprise NCC-1701-D** and the **U.S.S. Fleming** discovered in 2370. (*Starship Log: 'Force of Nature' [TNG]*) **SEE FILES 5, 69**

high-energy X-ray laser

This was the weapon of choice, in 2367, for **Talarian Warships**. Humans used a primitive version as long ago as the late 20th century. (*Starship Log: 'Suddenly Human' [TNG]*) **SEE FILES 40, 60, 69**

high-intensity warp pulse

This procedure, an alternative method to release warp energy from nacelles, expels all the energy in one massive burst. In 2370, a pulse was used to ride into a **subspace** rift. (*Starship Log: 'Force of Nature' [TNG]*) **SEE FILES 19, 69**

Highway 1

A famous stretch of road tracing most of the North American western seaboard on Earth. **Tom Paris** imagined driving a 1969 Chevy Camaro up the northern California segment of this highway. (*Starship Log: 'Vis à Vis' [VOY]*) **SEE FILES 43, 71**

Hildebrandt

This **U.S.S. Enterprise NCC-1701-D** officer specialized in geomechanics and volcanology. She was a member of the team that surveyed the **Selcundi Drema** sector in 2365. (*Starship Log: 'Pen Pals' [TNG]*) **SEE FILES 25, 43, 69**

hill people

A blond-haired, peaceful, hunter-gatherer people first surveyed in 2254 by **James Kirk**. By 2267, the darker-haired villagers were attacking them with **Klingon**-supplied flintlocks. Kirk provided arms to give the hill people a fighting chance, thus maintaining a balance. (*Starship Log: 'A Private Little War' [TOS]*) **SEE FILES 18, 68**